

FIG. 1

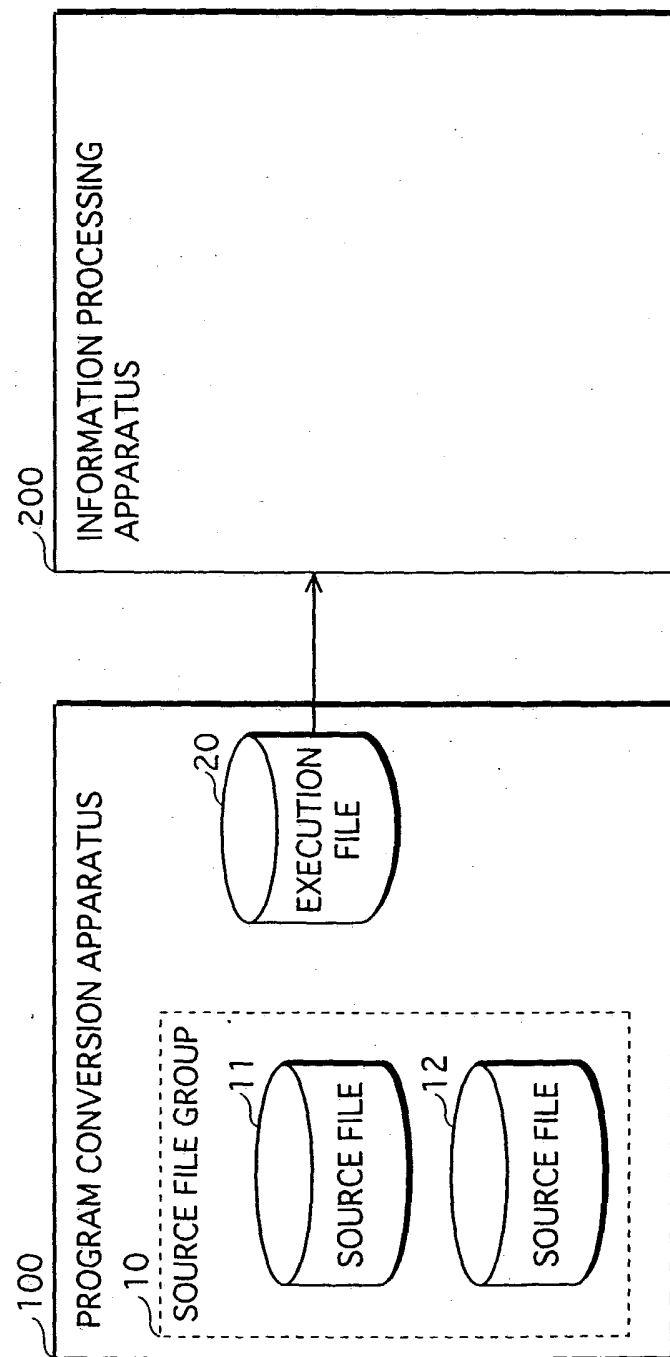


FIG.2

```
11a ~~~~~ main()
        {
            func_a();
            func_b();
            func_e();
        }

11b ~~~~~ func_a()
        {
            func_c();
        }

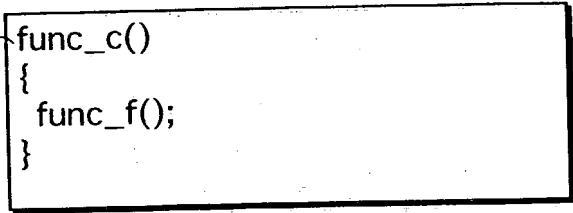
11c ~~~~~ func_b()
        {
            if(X){
                func_c();
            }else{
                func_d();
            }
        }

11d ~~~~~ func_d()
        {
            |
            asm("load r0,(4,sp)");
            asm("and r0,0xf0");
            asm("store (4,sp),r0");
            |
        }

11e ~~~~~ func_e()
        {
11f ~~~~~ #STACK_COMPRESS
        }

11g ~~~~~ func_f()
        {
            |
        }
```

FIG.3

12a 

```
func_c()
{
    func_f();
}
```

FIG. 4

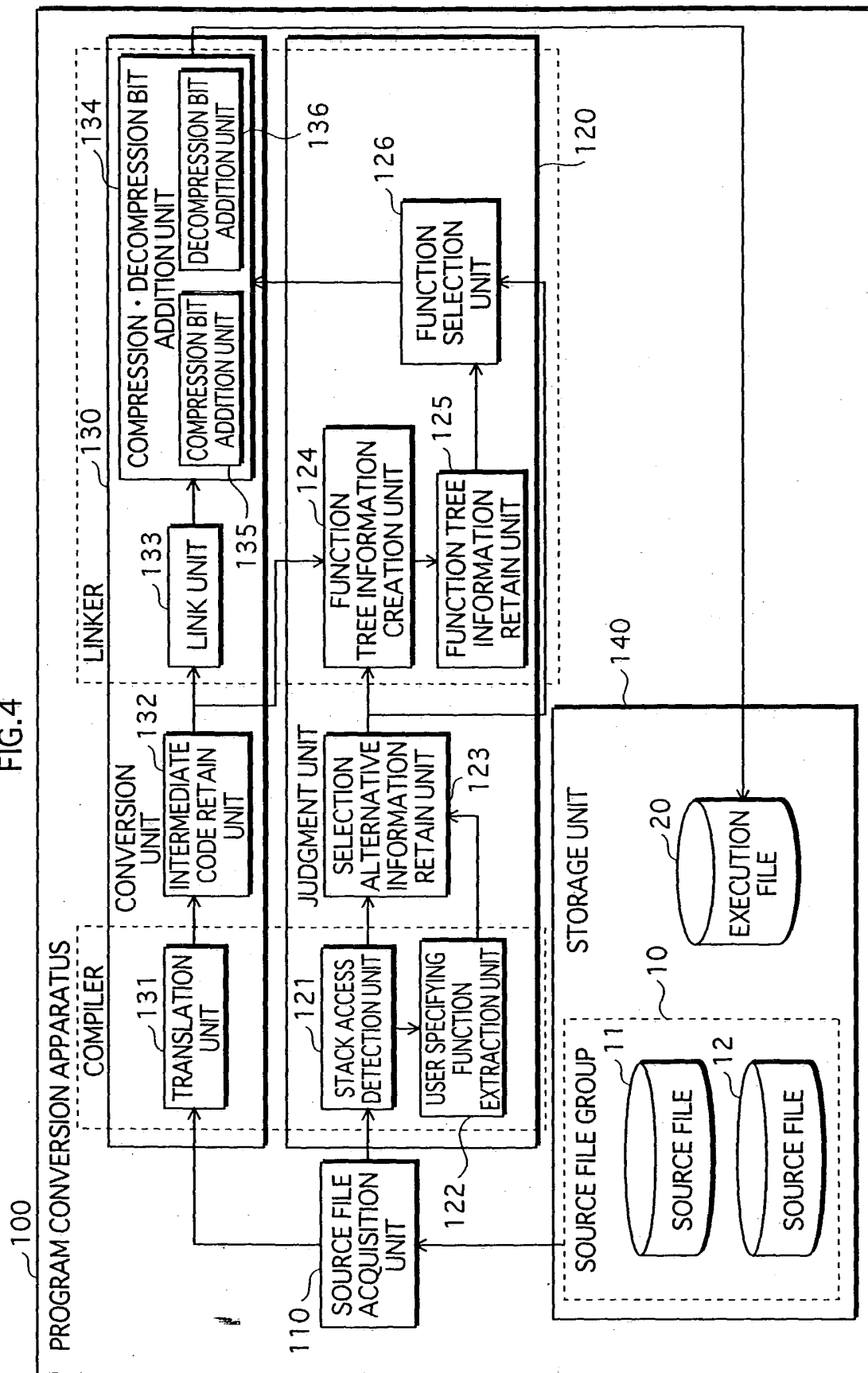


FIG.5

123a	123b	123c
FUNCTION NAME	FUNCTION EVALUATION VALUE	
func_a	1	
func_b	1	
func_c	1	
func_d	0	
func_e	2	
func_f	1	

FIG.6

	HIGHER ORDER ←	→ LOWER ORDER	TREE NUMBER
main	func_a — func_c — func_f		1
	func_b — func_c — func_f		2
	func_d		3
	func_e		4

FIG.7

125a	125b	125c
TREE NUMBER		TREE EVALUATION VALUE
1		1 (=1×1×1)
2		1 (=1×1×1)
3		0 (=1×0)
4		2 (=2)

FIG.8

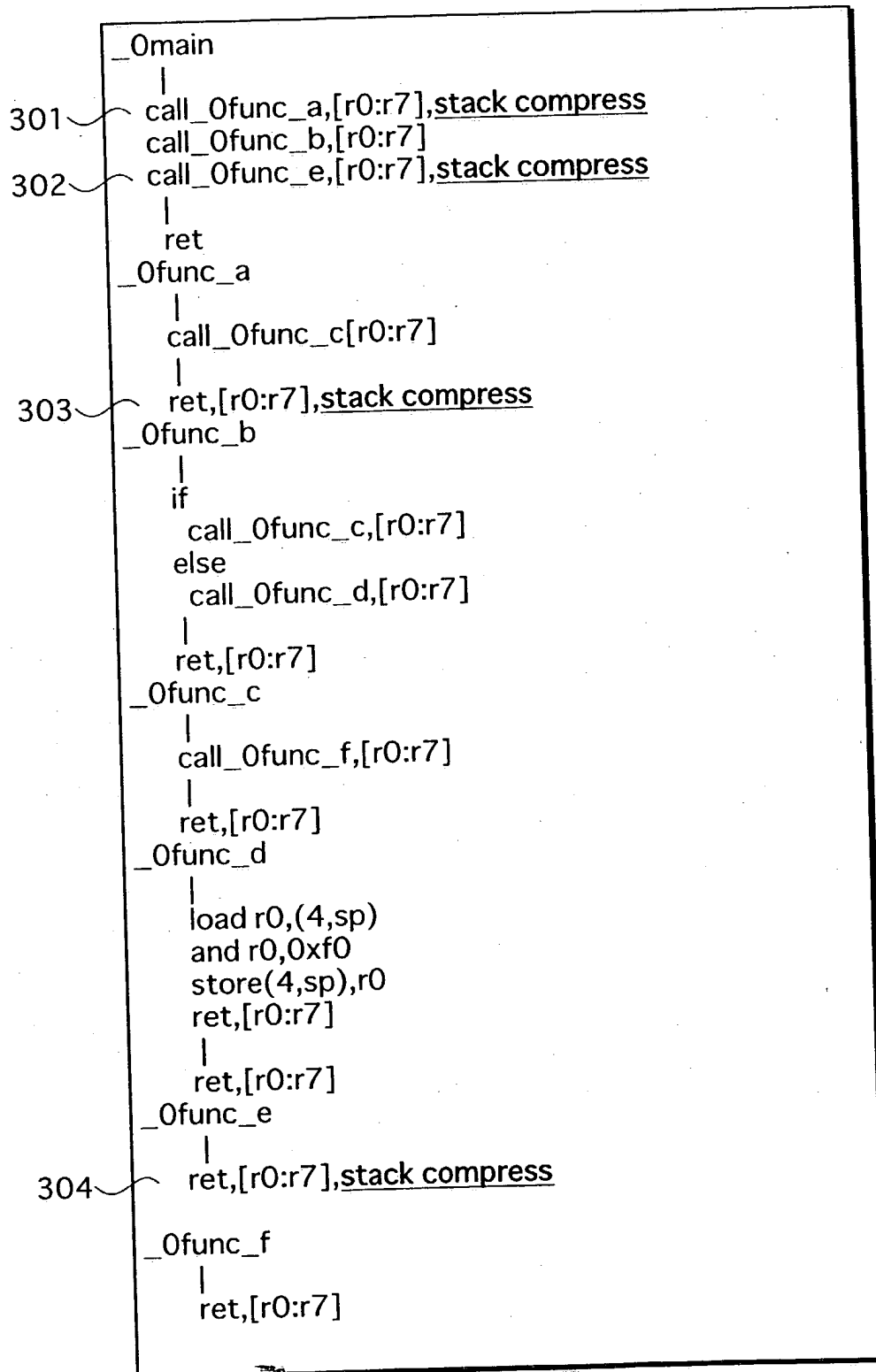


FIG.9

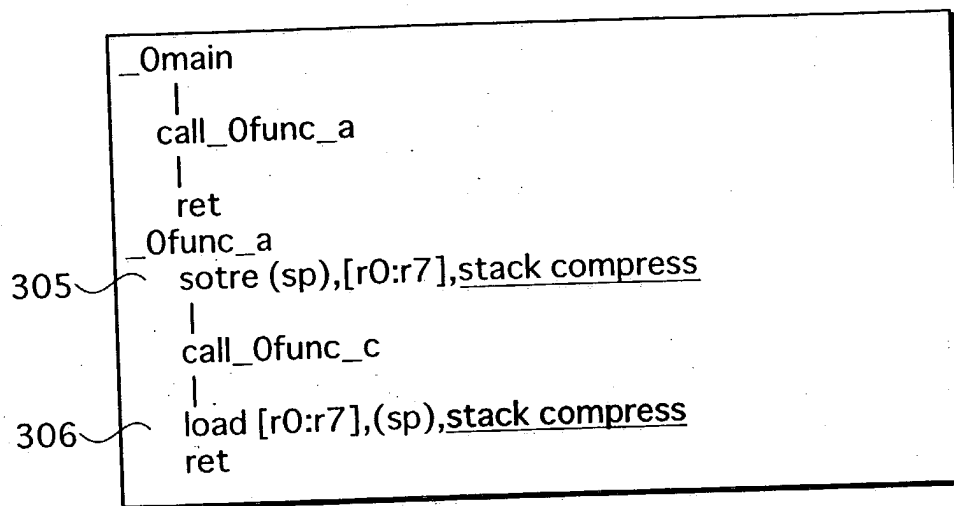


FIG.10

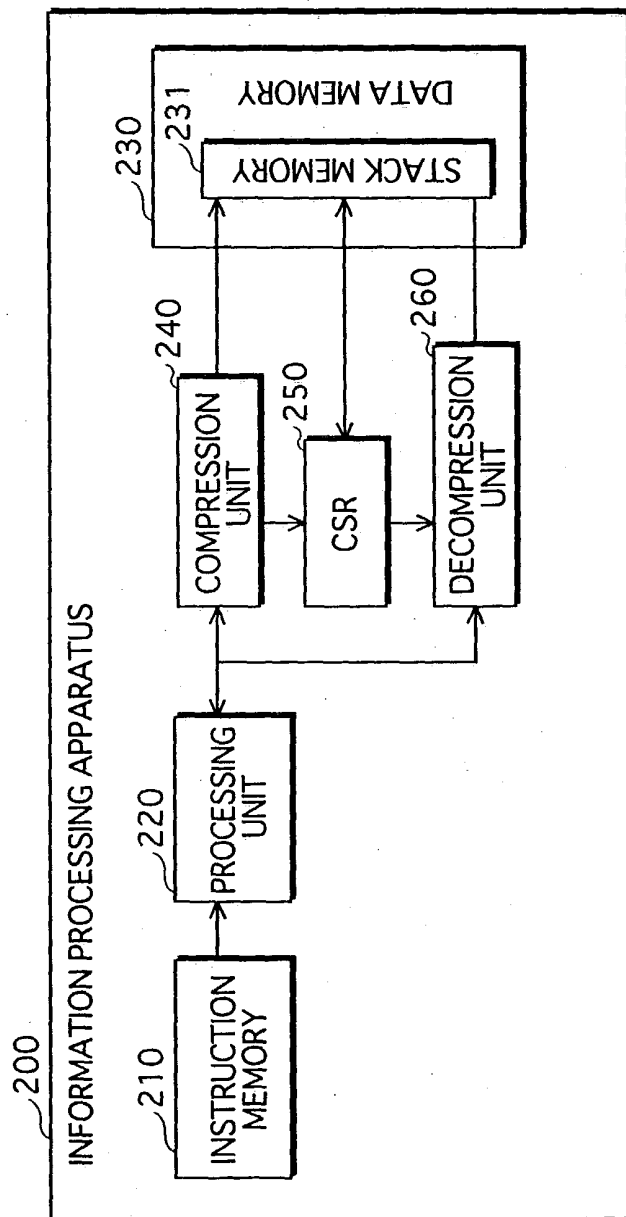


FIG.11

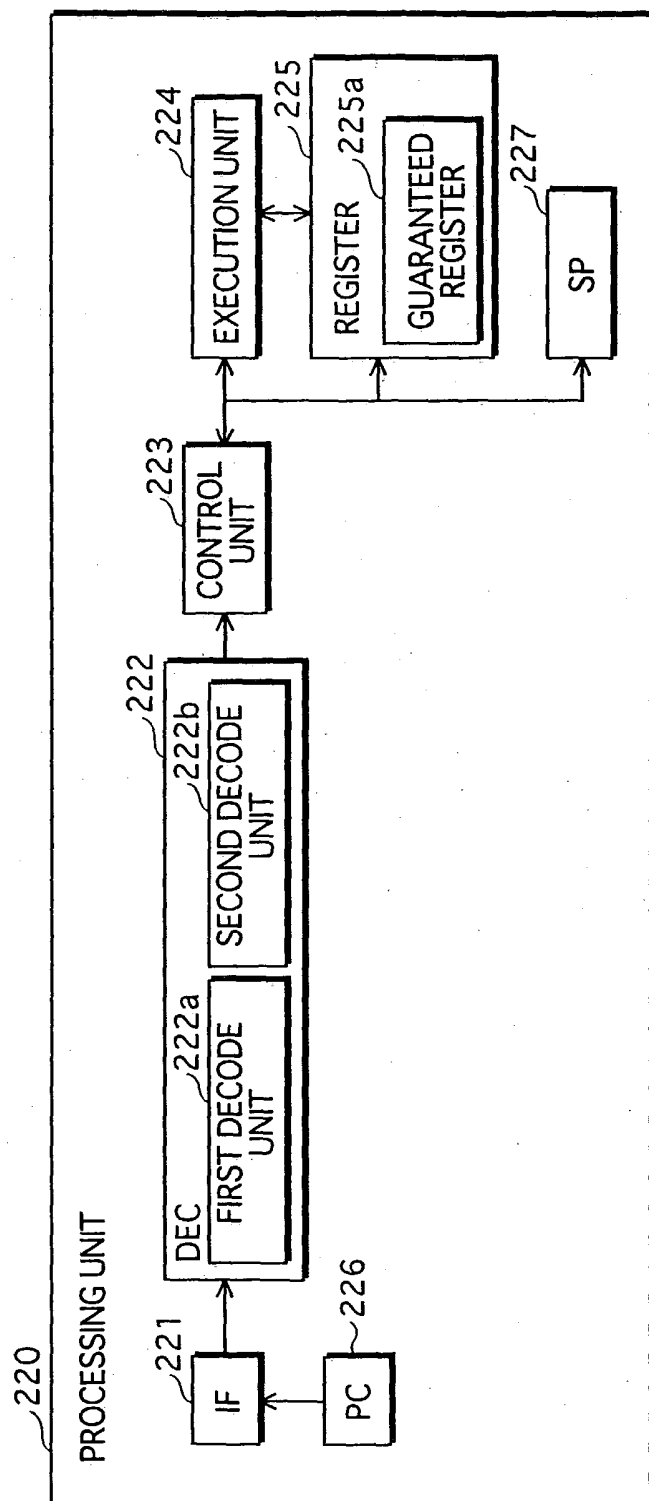


FIG.12

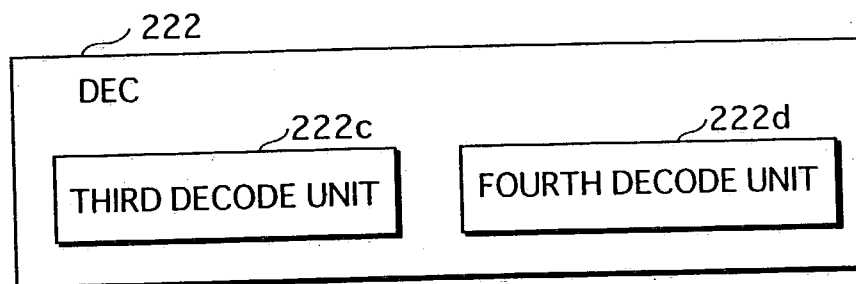


FIG.13

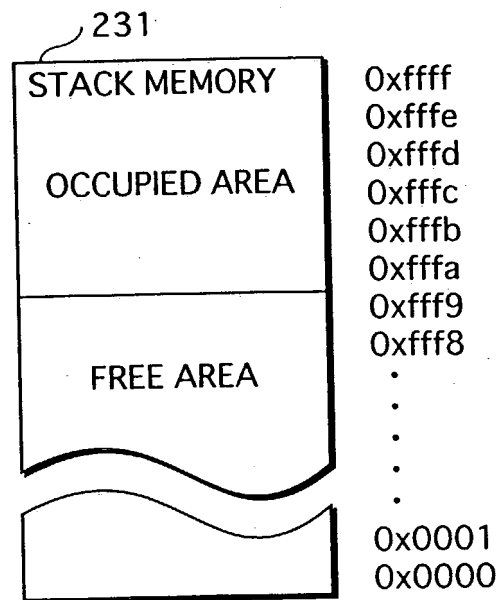


FIG.14

PC
r0:0x80000110
r1:0x00000000
r2:0x0000FFFF
r3:0x00000000
r4:0x80000010
r5:0x80000014
r6:0x50000010
r7:0x50000000

FIG. 15

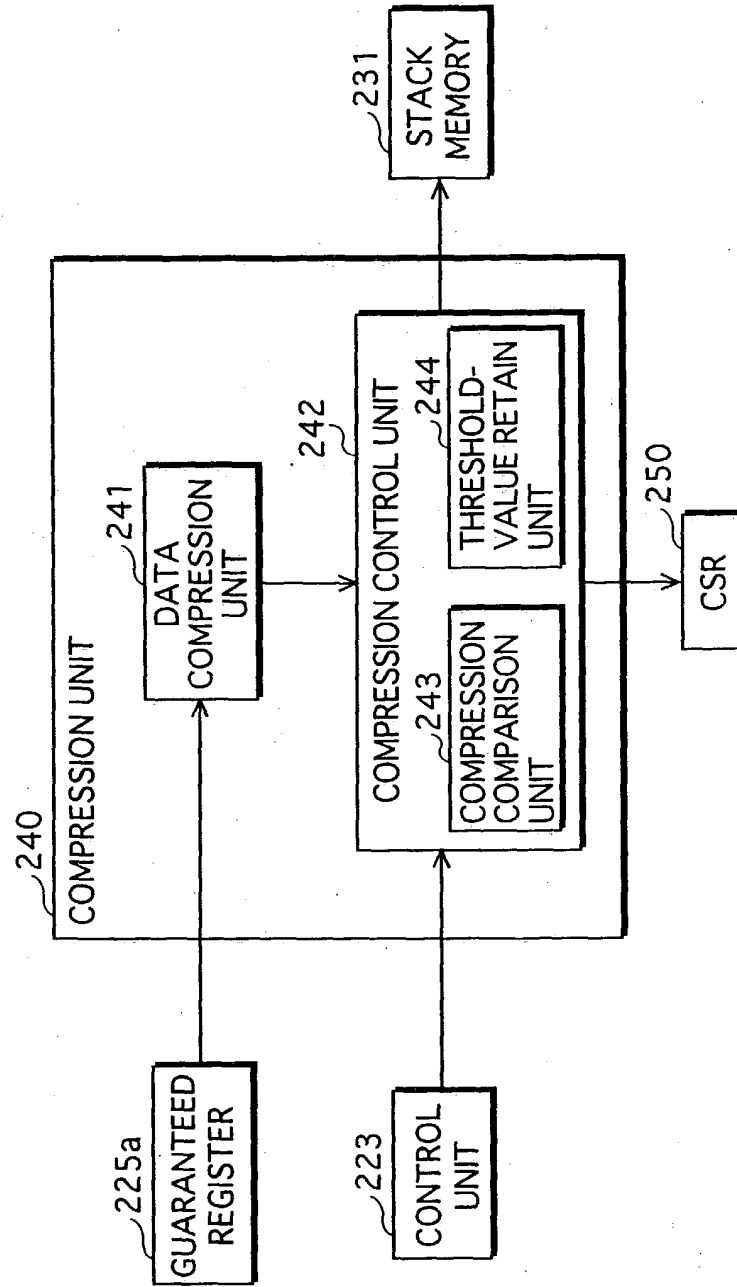


FIG.16

VALUE	HUFFMAN-CODE
0x4	0b00000
0x5	0b00001
0x8	0b0001
0xf	0b001
0x1	0b01
0x0	0b1

FIG.17

PC
0x1F5FFF92
0x4FF8F08F
0x0007EC3F
0111
CSR

FIG.18

[31] · · · [8][7][6][5][4][3][2][1][0] 250
0 · · · 0 1 1 0 0 0 1 0 1

FIG.19

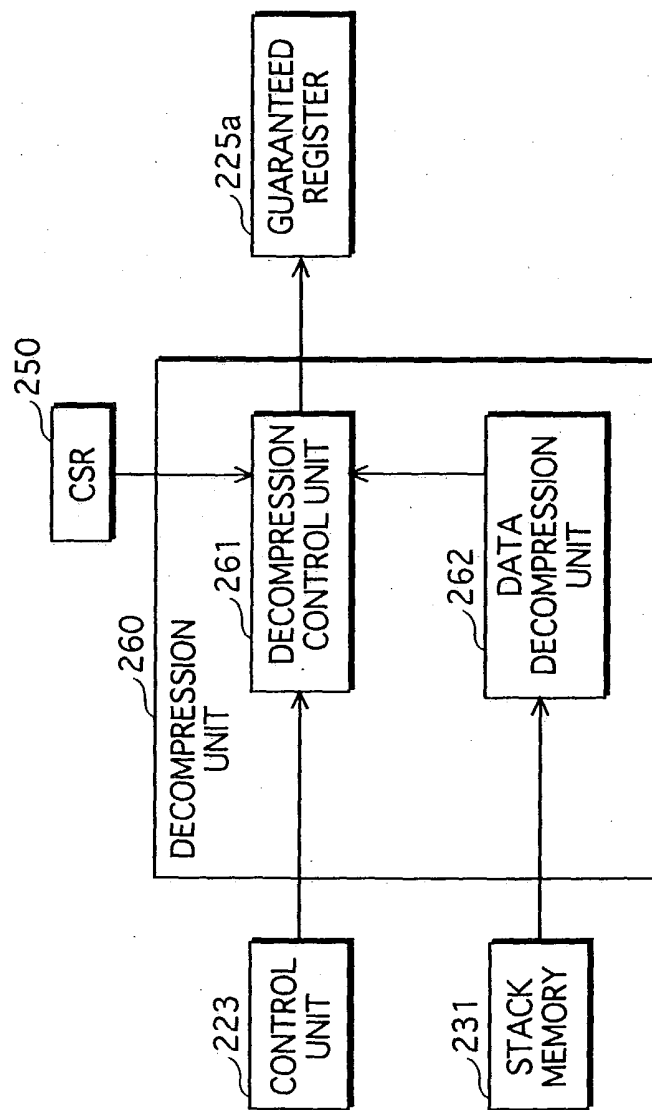


FIG.20

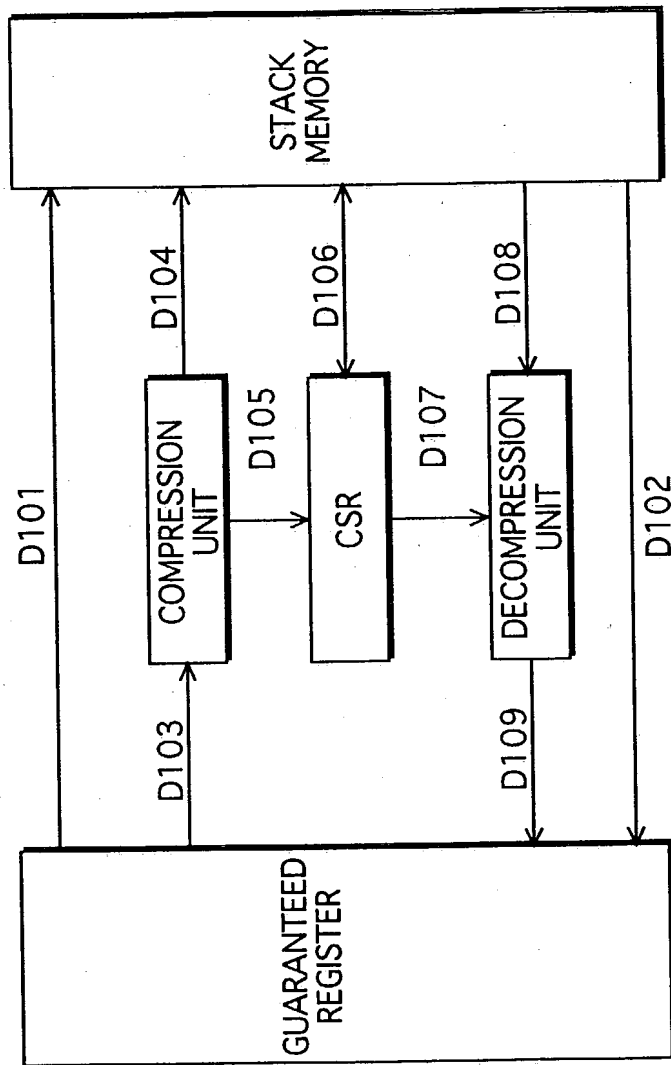


FIG.21

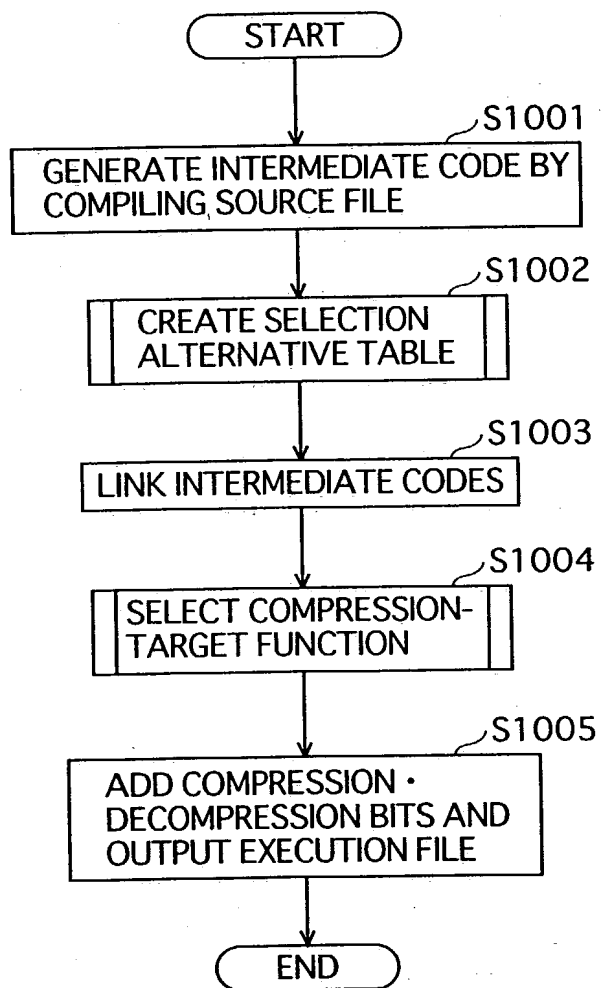


FIG.22

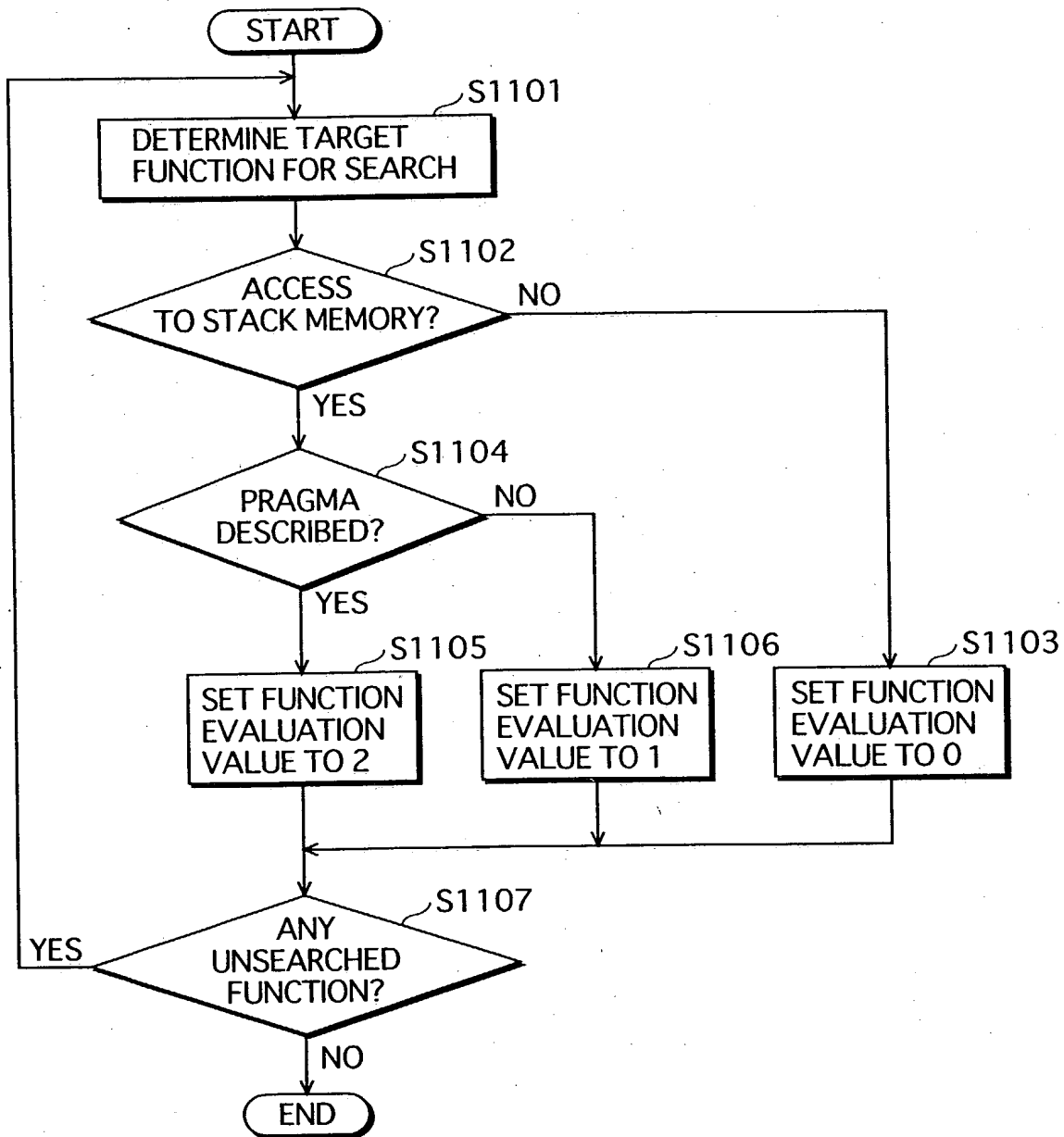


FIG.23

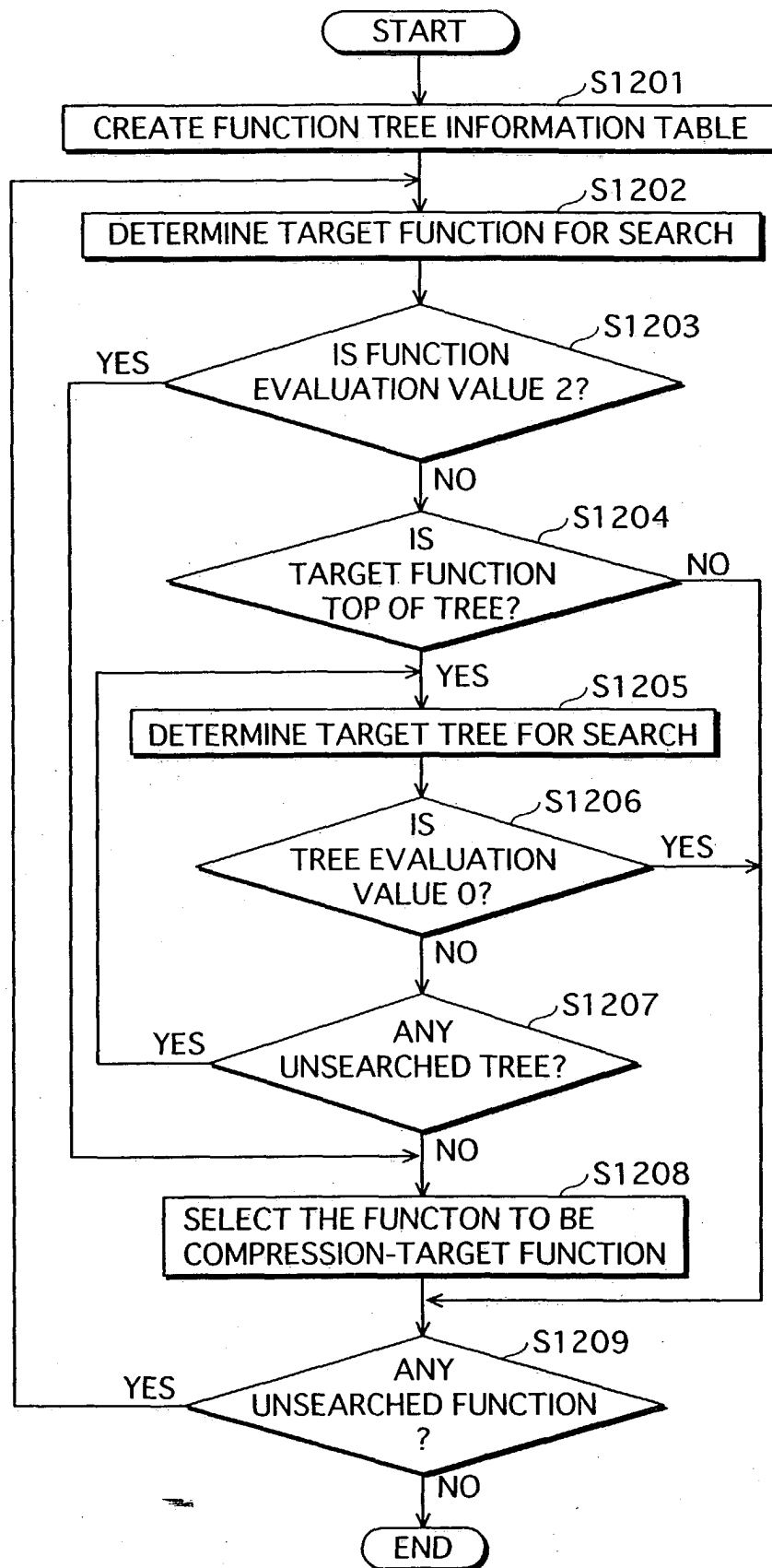


FIG.24

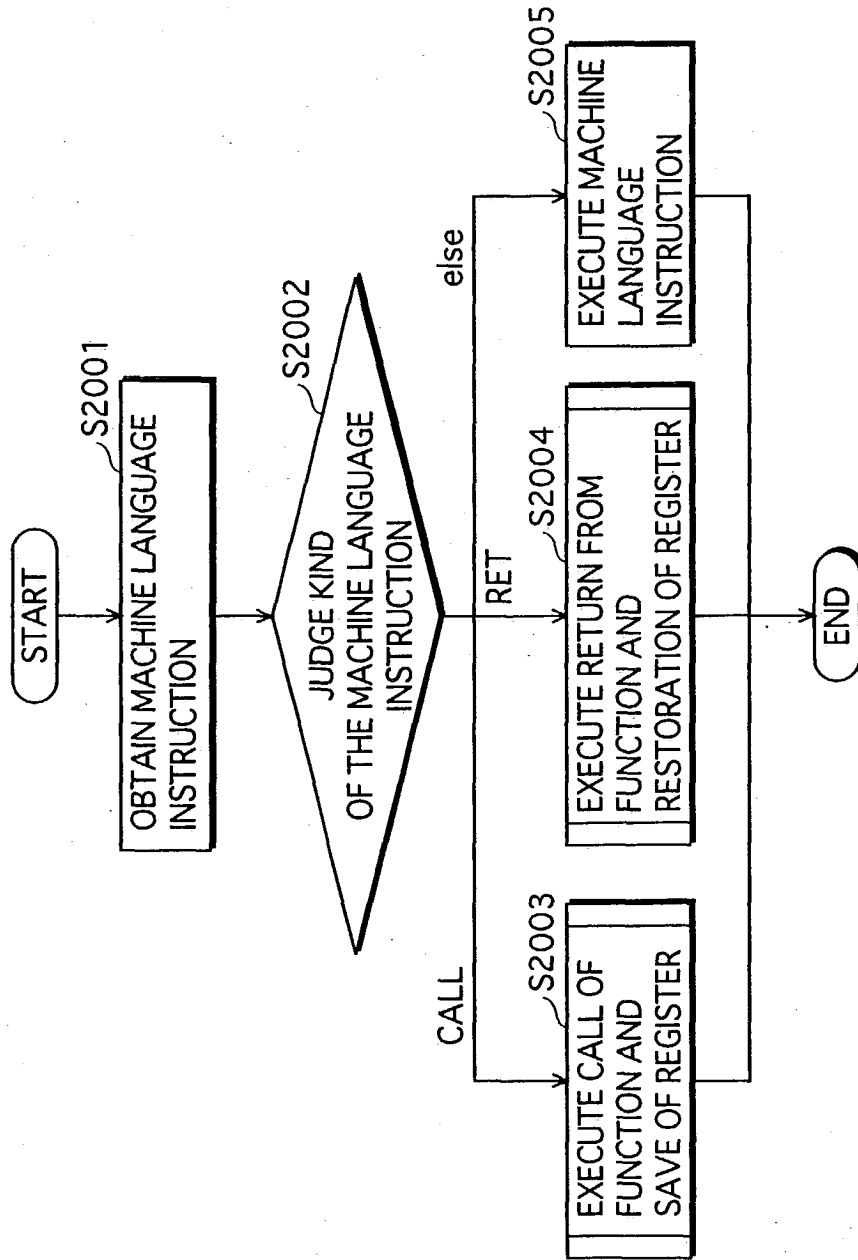


FIG.25

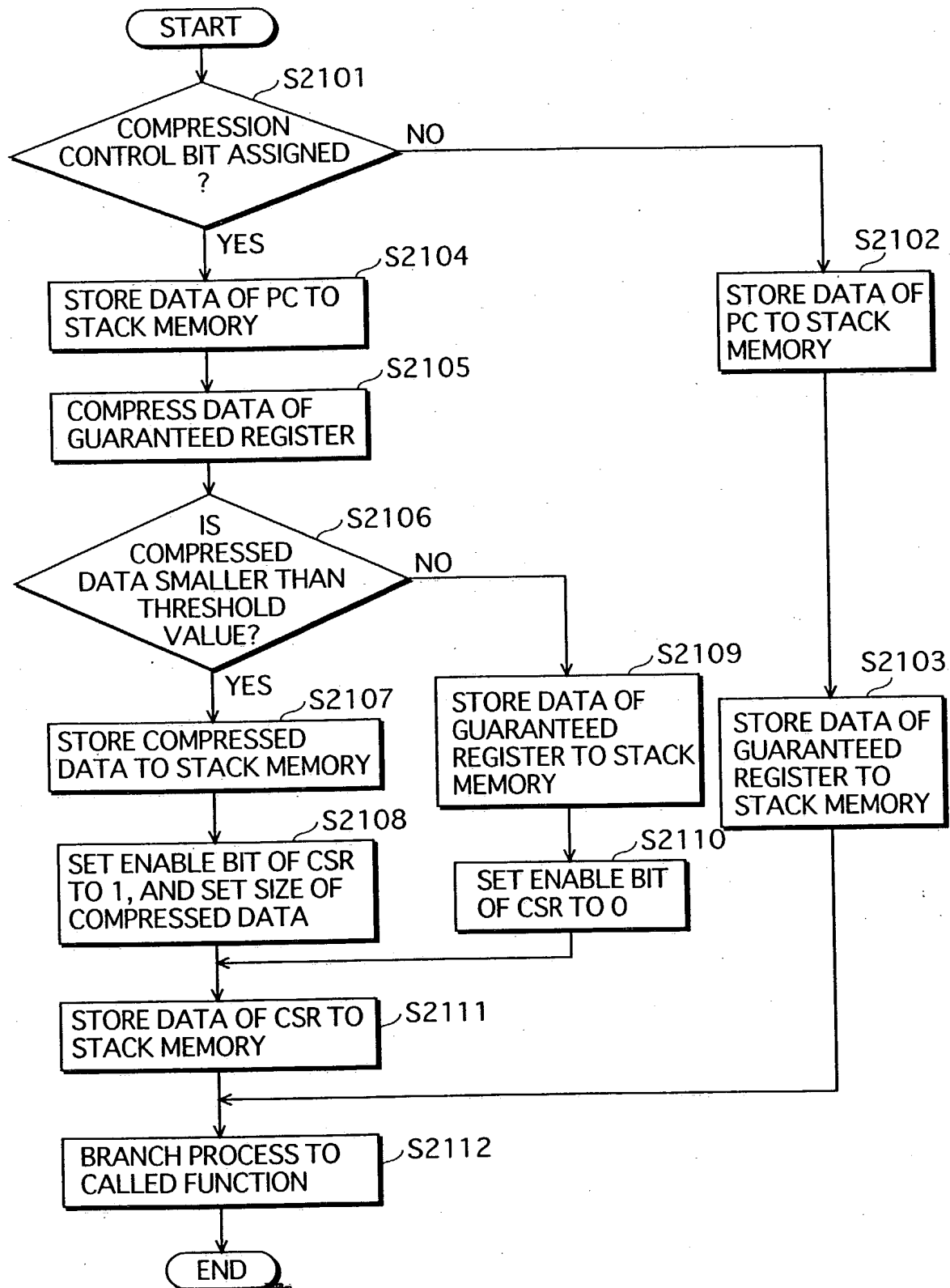


FIG.26

